



# KINTSUGI

“Breakage and repair are part of the history of an object, rather than something to disguise.” - [Wikipedia](#)

**We were created without flaw or blemish.**

**We are a group of:** Golems = Robots = Monsters = Mutants

**Who have been created:** by Accident = to Serve = to Fight = to Live/Learn/Grow

**But first we must:** Escape a dangerous situation = Find our Master = Fulfill our Mission

When you attempt a difficult or dangerous action,

**roll a 6-sided die under or equal**

the relevant skill for that action.

You start out with only one skill: **Do Anything (2)**

**When you fail a ‘Do Anything’ roll,**  
describe how you modified yourself to become stronger.

You gain a new skill relevant to that action.

New skills start at (3).

**When you fail using a skill *besides* ‘Do Anything’,**

that skill increases by one.

If a skill reaches **6**, you’re damaged

beyond repair in that area,

and can’t use that skill anymore.

## **Example:**

Lauren tries to kick down a door. She must roll the dice under ‘Do Anything’ (2).

Lauren rolls a 3, and breaks her leg. She wields her leg to be stronger.

New Skill: Kicking (3)